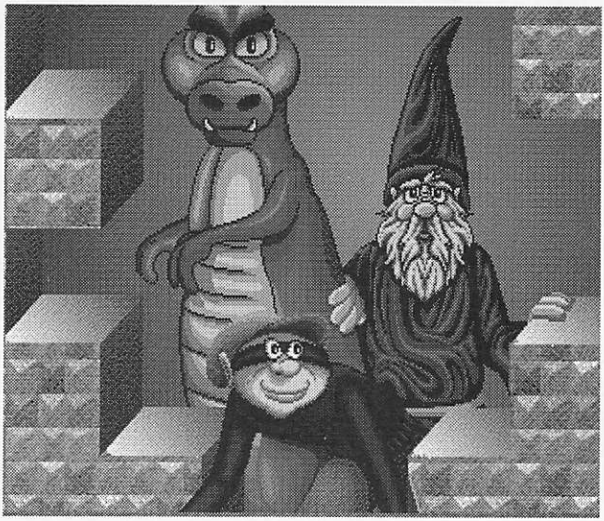

UNDERWARE™

Användarhandbok
Benutzerhandbuch
Guía del usuario
Guide de l'utilisateur
Handboek
Manuale d'uso
User's Guide

UnderWare™

The Fun of a Screen Saver *While* You Work

User's Guide

Published by
IONA Software Ltd.

BIT JUGGLERS™

BMBJ01-93002

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The Fun of a Screensaver *While* Your Work!
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Contents

A word from Guy Kawasaki 1

UnderWare reference 2

Getting Started 2

System Requirements 2

Installation Instructions 2

Registering UnderWare™ 3

Send in your Registration Card 3

Technical Support 3

General Overview of UnderWare 4

Turning the Modes On and Off 4

Desktop Pattern Mode 5

Choosing a Pattern 5

Adding your own Patterns 6

Dynamic Desktop Mode 6

Choosing a Dynamic Desktop 7

Options 8

Idle time before animating 8

Play Sounds On Desktop 8

Size 9

Tile 9

Additional Options 10

Multiple Monitors 10

256 Colors Max 10

Using Options...to Save Memory 11

No Sleep Corner 11

Screen Saver Mode 12

Choosing a Screen Saver 12

Options 13

Sleep Corners 14

Sleep Time 14

Play Sounds 14

Password Protection 14

Animated Modules 15
Babies and Dragon 15
Picture Window 16
Modules that Interact with Icons and Windows 17

General Reference 18
Preferences 18
Shortcuts 20
Trouble Shooting Guide 21

Appendix 22
Appendix A: Creating ppats 22
What is a ppat 22
Creating a ppat Resource File 22
Appendix B: Issues with Color 23
16–Bit and 24–Bit Color Monitors 23
Changing Bit Depth 24
Appendix C: After Dark™ Users 24

A word from Guy Kawasaki*...

One of the first programs written for Macintosh showed little Macintoshes bouncing in a window. It was created back in 1983 by Andy Hertzfeld, a member of the Macintosh Division and early Macintosh programming wizard, to show off Macintosh's graphic capabilities.

Andy even did a version with bouncing Pepsi bottlecaps to show to John Sculley when Apple was recruiting John. (It's still not clear whether it was Andy's demo or the $2 million salary and options on 350,000 shares of stock that got John to come to Apple.)

The point is that from its very first boot, Macintosh was a fun computer, a computer with personality, and a computer that cute. Nowhere is it written in stone that serious work can't be fun. Now that Macintosh is a "legitimate" business computer, we often forget this. Sometimes all that seems to matter is whether Macintosh can hook up to an IBM mainframe and save spreadsheets in 1–2–3 format.

Let's face it: we Macintosh owners are getting jaded–if not bored. I thought I had seen just about everything that could make Macintosh fun to use. I don't mean a game or an application that takes over the machine. I mean something that makes Macintosh inherently fun, personable, and cute.

Then I met four guys in a garage, and they showed me a product called UnderWare. I was blown away. I'd thought screen savers were the Final frontier, and then I saw UnderWare animate the desktop. Here, a decade later, is the logical extension of Andy's program–and once again Macintosh is the computer to smile for.

Keep Smiling,

Guy.

*Guy Kawasaki is the former director of software product management for Apple Computer. He is a Bit Jugglers board member and the author of Hindsights, Selling the Dream, The Macintosh Way, The Computer Curmudgeon, and Database101.

UnderWare Reference

Getting Started

System Requirements

UnderWare™ is a Control Panel device (cdev) and its modules and patterns. It requires at least a 68020 Macintosh (Macintosh II, Classic II, SE/30, or above), 4 MBytes of RAM, and System 7 or higher.

The UnderWare cdev takes up 200K of disk space and the UnderWare modules take up approximately 5.2 Mbytes of disk space.

Installation Instructions

To install UnderWare on your Macintosh:

1. Insert the disk *1* into your floppy drive.
2. Double click on the icon for the UnderWare™ Installer.
3. Click on the *Install* button.
4. When prompted, insert disk *2*.
5. When prompted, reinsert disk *1*.
6. To activate UnderWare, restart your Macintosh.
7. Go to the Apple Menu and choose Control Panels.
8. Double click on the UnderWare icon in the Control Panels folder to choose modules and patterns.

The installer automatically places all UnderWare files and folders in their proper locations. The UnderWare cdev will be placed in the Control Panels folder (Figure 1 shows the icon that will appear in your Control Panels folder). A folder called "UnderWare™ Files" will be placed in the Preferences folder that is inside your System folder.

Figure 1 : UnderWare™ Control Panel device (cdev) icon.

Registering UnderWare™

The first time you double click on the UnderWare icon, you will see a dialog box (shown in figure 2) prompting you to register your copy of UnderWare.

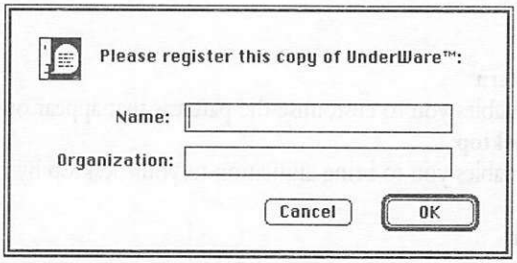

Figure 2: Registration dialog box

To register your copy of UnderWare:

1. Enter your name and organisation's name in the provided fields.
2. Click *OK* when finished.

Send in your Registration Card

Please complete the registration card included with the UnderWare packaging, and return it to IONA Software. Returning the registration card entitles you to technical support and enables us to notify you of upgrades, new products, and special offers.

Technical Support

To reach technical support for UnderWare, please contact your distributor or IONA Software at the following fax number: (353)1-8366268 or by post at:

IONA Software Ltd.,
Unit 6, IDA Enterprise Centre,
East Wall Road,
Dublin 3,
Ireland.

Please be as specific as possible regarding your questions. Include your Macintosh model, System version, and a list of the startup files (inits and cdevs) that you that loaded.

SERIAL NO. 19365

General Overview of UnderWare™

UnderWare has three modes that control what is displayed on your desktop (the area on your screen under your windows and icons) and screen saver. The three modes are:

1. **Desktop Pattern**
   This mode enables you to customise the patterns that appear on your desktop.
2. **Dynamic Desktop**
   This mode enables you to bring animation to your desktop by running animated modules.
3. **Screen Saver**
   This mode enables you to prevent screen burn in by running animated modules.

Turning the Modes On and Off

Each mode can be turned on or off independently. For example, you could run the Dynamic Desktop mode, but turn off the Screen Saver. See Figure 3 for an example of how to activate a mode. Notice that the Dynamic Desktop icon on the left side of the screen is highlighted to indicate the mode that is currently selected.

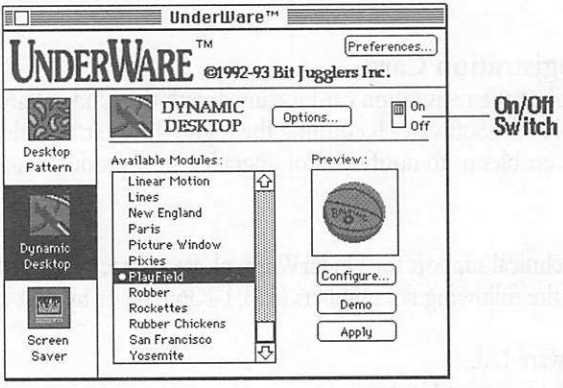

Figure 3: Turning on the Dynamic Desktop

To turn a mode on or off:

1. Click on the icon for the mode you would like to turn on or off.
2. Click on the *On/Off* switch that appears in the UnderWare window.

Note: The Tab key will allow you to navigate between the different modes. For a list of all the keyboard shortcuts in UnderWare, see the Shortcuts section of this manual.

Desktop Pattern Mode

Figure 4 shows the UnderWare window in the Desktop Pattern mode.

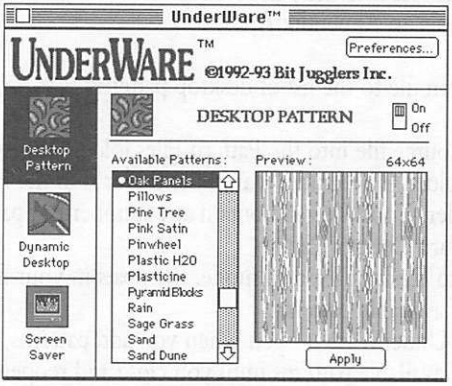

Figure 4: Desktop Pattern mode

NOTE TO USERS OF DESKTOP PATTERN CUSTOMIZERS:

If you own software that customises your desktop pattern, you should either disable it or turn off UnderWare's Desktop Pattern mode. UnderWare is a desktop pattern customizer, screen saver and desktop animator, so you can customize your desktop pattern with UnderWare.

Choosing a Pattern

To select a desktop pattern:

1. Turn on the Desktop Pattern mode if it is not already on.
2. Select the name of the pattern you would like to use from the scrolling list of available patterns. A preview of the pattern will appear in the Preview window.
3. Click the *Apply* button to apply the new pattern to your desktop. A bullet will appear next to your selection to indicate which pattern is the current default.

Adding your own Patterns

UnderWare allows you to add your own patterns by placing resource files containing ppat (pixel pattern) resources into the pattern Files folder. If you are unfamiliar with ppat resources, please refer to Appendix A.

To add your own pattern file to the list of desktop patterns:

1. Copy your ppat resource file into the Pattern Files folder that is inside the UnderWare Files folder. The UnderWare Files folder is in the Preferences folder in your System folder. Your file can contain any number of ppats.
2. Open the UnderWare Control Panel.
3. When you switch to Desktop Pattern mode, the ppats in your file will appear in the scrollable list of available patterns.
   IMPORTANT: If UnderWare is open when you add patterns, they will not appear in the list of available patterns until you close and reopen the cdev.

If the individual ppats in your resource file don't have names, UnderWare will name them "Filename 1", "Filename 2", etc. See Appendix A for instructions on how to name your patterns properly.

Dynamic Desktop Mode

Figure 5 shows the UnderWare window in the Dynamic Desktop mode.

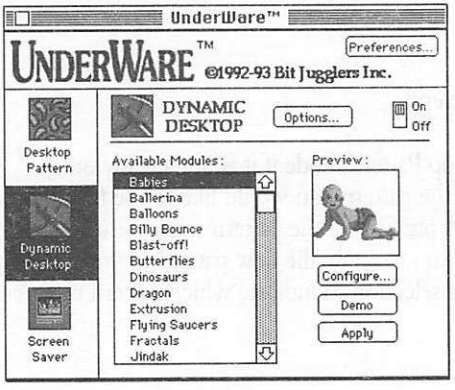

Figure 5: Dynamic Desktop mode

Choosing a Dynamic Desktop

To select a Dynamic Desktop module:

1. Turn on the Dynamic Desktop mode if it is not already on.
2. Select the name of the module you would like to use to animate your desktop. A preview of the module will appear in the Preview window.
3. Click the Apply button (shown in Figure 5) to apply the new module to your desktop. A bullet will appear next to your selection to indicate which module is the current default.

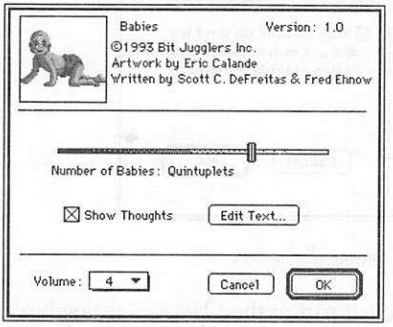

Figure 6: Configure dialog box for Babies module

4. [OPTIONAL] Click the *Configure...* button to customise each module to your liking. Figure 6 shows a sample of how you can configure a module.
5. [OPTIONAL] Click the *Demo* button (shown in Figure 5) to see a demonstration of the module you have selected; move the mouse or type a key to stop the demo. This demo will show the module running as a screen saver.

Options...

The *Options...* button (shown in Figure 5) allows you to set the specifications for how the Dynamic Desktop mode works with all modules. Figure 7 shows the Dynamic Desktop Options dialog box.

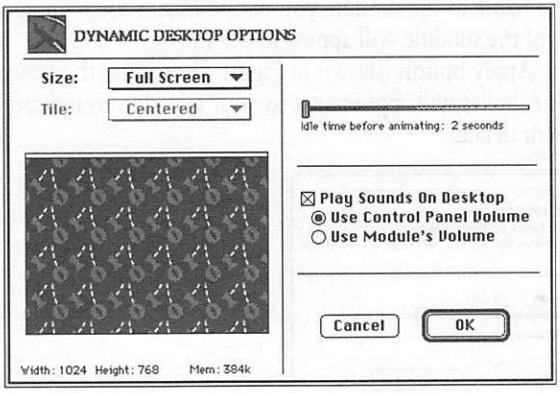

Figure 7: Dynamic Desktop Options dialog box

The preview window in the left part of the *Options...* dialog box uses the Bit Jugglers pattern of ones and zeros to indicate the area that the Dynamic Desktop will animate.

The text in the lower left region of the *Options...* dialog box indicates the size of your Dynamic Desktop and the memory required to use this size. Smaller display sizes require less memory.

A description of each Option element follows.

Idle time before animating
With this slider, set the time UnderWare will wait after you stop activities (e.g. moving the mouse or typing a key) before starting the animation. Slide to the left for a short idle time and to the right for a longer one. All the way to the right will freeze the animation in place.

Play Sounds on Desktop
Check the *Play Sounds on Desktop* option to play the sounds associated with the animated modules. You can choose to use the volume of your system (set by using the Sound Control Panel provided with your Macintosh) or the volume of the module (set with the *Configure* button for each module).

Size

This menu allows you to change the size of the animated area on your desktop. Choose *Full Screen* to animate the entire available area choose from several standard sizes measured in pixels, or choose *Other...* Choosing *Other...* brings up a dialog box (see Figure 8) that allows you to enter a custom display area of your own choice. If the size of the Dynamic Desktop does not fill the screen, the remainder will be painted with the current desktop pattern.

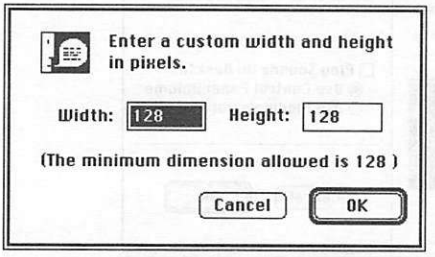

Figure 8: Custom width and height dialog box

Tile

When you choose a Size that is not full screen, the *Tile* menu (shown in Figure 7) becomes active. The size that you choose for the Dynamic Desktop is known as a tile. If the tile is small and does not fill your entire screen, UnderWare offers several ways for you to arrange or replicate the tile on your screen.

The Tile menu allows you to choose how the tile or tiles appear on your screen. The preview window in the Dynamic Desktop Options dialog box shows how the tile or tiles will be arranged on your screen. Your choices are:

- Fill screen – repeating tiles over your entire screen
- Checker – repeating tiles in a checkerboard pattern
- Border – repeating tiles as a border around your screen
- Centered – one centered tile on your screen

Additional Options

Figure 9 shows the Options dialog box you will see if you have multiple monitors and/or your monitor is set to more than 256 colors (16–bit of 24–bit color).

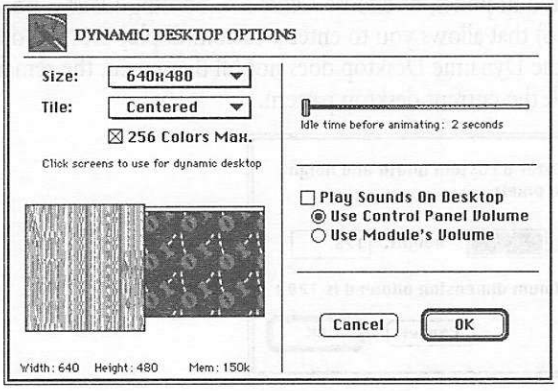

Figure 9: Additional options for Dynamic Desktop Options

An explanation of these settings follows.

Multiple Monitors

NOTE: This option appears only when UnderWare detects more than one monitor. Figure 9 shows a representation of two monitors in the lower left region of the dialog box; this indicates UnderWare has detected multiple monitors.

The Dynamic Desktop can animate only one monitor at a time. When UnderWare detects the presence of more than one monitor, a picture depicting all monitors will appear int he dialog box. Click on a monitor picture to set the monitor you would like to animate.

256 Colors Max

NOTE: This option appears only when UnderWare detects a monitor running in 16–bit or 24–bit color.

Check the *256 Colors Max* checkbox to limit the Dynamic Desktop to using at most 256 colors. This may reduce the speed of the animation, but it will also significantly reduce the amount or RAM required to display the animation on a 16–bit or 24–bit color monitor.

Using *Options...* to Save Memory

If UnderWare ever has insufficient memory available to play the module you selected, the Dynamic Desktop will be replaced with a Big Jugglers one and zero pattern. Quitting applications will free memory for the module to run.

UnderWare needs the largest amount of memory when your configuration includes 24–bit color and a large monitor (e.g. 16 inches or larger). If you find that UnderWare is taking more memory than you would like, you can use the Dynamic Desktop Options settings to reduce the RAM requirements.

The following settings will reduce your RAM requirements:

1. Set the screen size to one smaller than your full screen; click the Dynamic Desktop *Options* button to set the size of the display area. One option is to set the display size very small (e.g. 128 x 128) and then set the *Tile* menu to *Fill Screen, Checker,* or *Border*. This will give you an animated pattern that fills your entire screen and saves memory.
2. If you need to reduce memory usage more, and you are using 16–bit or 24–bit color, check *256 Colors Max* in the Dynamic Desktop *Options* dialog box. This will convert the 16–bit or 24–bit color to 8–bit color for the desktop animation. Depending on the speed of your Macintosh and the size of your Dynamic Desktop tile, the conversion may slow down the animation for some modules.

No Sleep Corner

The *No Sleep* corner set in the Screen Saver *Options* also freezes Dynamic Desktop animation. For a complete description of the *Sleep* and *No Sleep* corners, see the "Sleep Corners" section of the Manual.

Screen Saver Mode

Figure 10 shows the UnderWare windows in the Screen Saver mode.

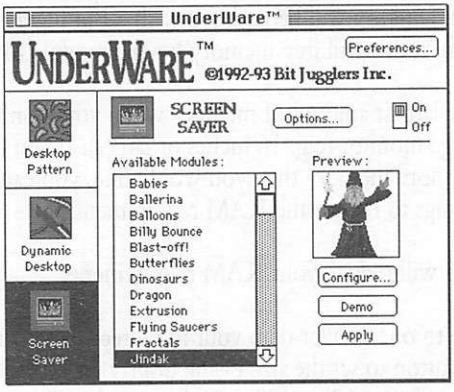

Figure 10: Screen Saver Mode

Choosing a Screen Saver

To select a Screen Saver module:

1. Turn on the Screen Saver mode if it is not already on.
2. Select the name of the screen saver module you would like to use. A preview of the module will appear in the Preview window.
3. Click the *Apply* button to apply the module to the screen saver mode. A bullet will appear next to your selection to indicate which module is the current default. When the Screen Saver mode is on, this module will engage after the selected inactivity time elapses or the cursor is placed in the *Sleep* corner. These settings are described in detail below.

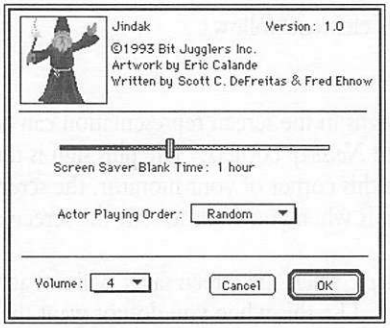

Figure 11: Configure dialog box for Jindak module

IMPORTANT NOTE: Several modules will not immediately blank out the background in Screen Saver mode, and initially do not appear to provide any screen burn-in protection. The Configure button allows you to set the amount of time each module should wait before the background is blanked out to prevent screen burn-in. Notice this slider in Figure 11.

4. [OPTIONAL] Click and *Configure...* button to customize each module to your liking. Figure 11 shows a sample of how you can configure a module.
5. [OPTIONAL] Click the *Demo* button to see a demonstration of the module you have selected; move the mouse or type a key to stop the demo.

Options...

The *Options...* button allows you to set the specifications for how the Screen Saver mode works with all modules. Figure 12 shows the Screen Saver Options dialog box.

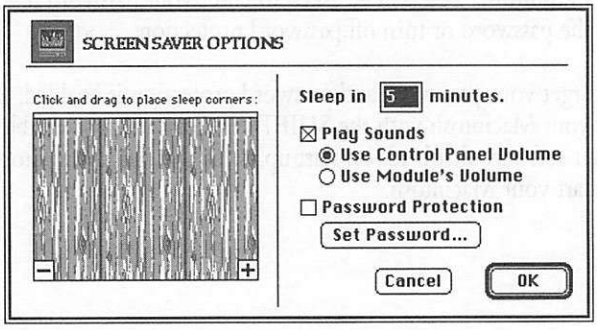

Figure 12: Screen Saver Options dialog box.

A description of the Options elements follows.

Sleep Corners
The plus(+) and minus (–) signs in the screen representation can be dragged to any corner to assign the *Sleep* and *No sleep* corners. The plus sign is the *Sleep* corner; when the cursor is placed in this corner of your monitor, the screen saver 3 will activate immediately. Use this when you want to start the screen saving right away.

The minus sign is the *No sleep* corner; the screen saver will not activate as long as the cursor remains in this corner. Use this when you do not want the animation to begin, for example, if you are reading a long word processing document and don't want the screen saver to interrupt your reading. Note that the *No sleep* corner will also stop animation for the Dynamic Desktop.

Sleep Time
Enter the number of minutes of inactivity UnderWare should wait before turning on the Screen Saver module. UnderWare accepts only whole numbers.

Play Sounds
Check the *Play Sounds* checkbox to play the sounds associated with the Screen Saver modules. You can choose to use the volume of your system (set by using the Sound Control Panel provided with your Macintosh) or the volume of the module (set with the *Configure* button for each module).

Password Protection
Check the *Password Protection* checkbox if you would like to require a password to end the playing of a screen saver module. Set your password by clicking the *Set Password...* button. You will be asked to enter your password if you ever want to change the password or turn off password protection.

If you forget your password, and password protection is enabled, all is not lost. Restart your Macintosh with the SHIFT key held down to disable all Control Panels and other software that loads on start up, reinstall UnderWare from the master disks, then restart your Macintosh.

Animated Moudles

UnderWare includes over twenty–five animated modules. Most modules require no instructions on how to configure them – simply select the module and click the Configure button. The configuration information is self–explanatory and you can have fun experimenting with different configurations.

Several modules require specific configuration instructions. A description of these modules follows:

Babies and Dragon

The infants that crawl across your screen in the Babies module and the fire–breathing dragon that patrols your screen in the Dragon module periodically have thought balloons appear above their heads. For Babies, you can turn these thought balloons on or off by clicking on the Show Thoughts checkbox in the Configure dialog box. These thought balloons are editable. These can be 256 characters long, including spaces.

To edit the thought balloons.

1. Click on "Babies" or "Dragon" in the list of animated modules.
2. Click the Configure button.
3. Click the Edit Text button; you will see a dialog box similar to Figure 13.

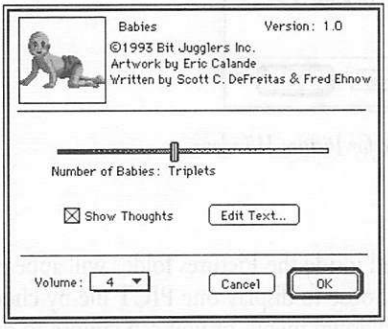

Figure 13: Edit Text dialog box

4. To add a thought balloon, click the Add button, and type in your text.
5. To edit or delete a thought balloon, move to the text you want to edit or delete using the *First, Prev* (previous), *Next*, and *Last* buttons, then edit your text or hit the Delete key to remove that text.
6. Click the *Done* button when you are finished.

Picture Window

The *Picture Window* module will display a graphic file in PICT format (a standard graphic format on the Macintosh, (or a series of PICT files, on your desktop or as a screen saver.

Scenic PICT files are included with UnderWare. To add PICT files to Picture Window and display the included images:

1. Place the PICT file(s) in the folder titled "Pictures Folder" inside the "UnderWare Files" folder which is inside your Preferences folder in your System folder.
2. Click on "Picture Window" in the list of UnderWare modules.
3. Click on the *Configure* button; you will see a configuration dialog similar to Figure 14.

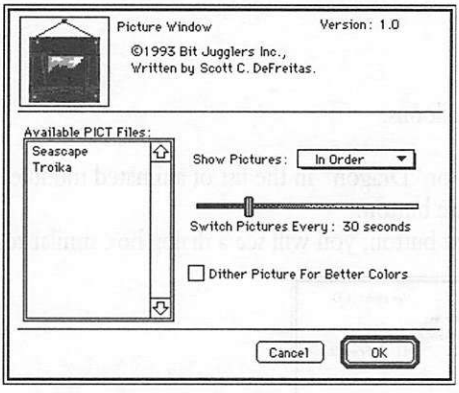

Figure 14: Configure dialog box for Picture Window

4. The PICT files you placed inside the Pictures folder will appear in the *Available PICT files* list. You can choose to display one PICT file by choosing *As Selected* from the *Show Pictures* pulldown menu, or you can choose to show all PICT files either in order or randomly by choosing *In Order* or *Randomly* from the *Show Pictures* pulldown menu.

5. Click the *Dither Picture For Better Colors* checkbox if you would like UnderWare to try and blend colors to match colors in the PICT file that are not currently available.
6. Click *OK* after you have configured Picture Window.

Modules that Interact with Icons and Windows

Several UnderWare modules interact with the icons and windows on your desktop. These modules include:

- Billy Bounce
- Blast–off!
- Dragon
- Jindak
- Jungleman
- Legs
- Pixies
- PlayField
- Robber
- Rockettes

Some hints follow for setting up your desktop so these modules will strut their stuff.

1. Place several icons on your desktop by dragging them from folders to the desktop. They can be folders, files, aliases, or any icon.
2. Since moving the icons while you work could be confusing, these modules will not change the location of icons on your desktop. Their behaviour as a Dynamic Desktop may be different than as a Screen Saver.
3. Turn on sound.

General Reference

Preferences

UnderWare animates your Macintosh's desktop after a lack of system activity. Some activities may occur on your Macintosh in the background while you are not actively using the mouse or keyboard (e.g. printing a large document). Other examples of background activities include:

- Copying files.
- Disk access.
- Presence of a watch cursor.
- Presence of a changing cursor.
- Printing.
- Serial port access.
- Network access.

Choosing Preferences allows you to set UnderWare's sensitivity to the occurrence of background activities. When these background activities are detected, UnderWare's System Activity Monitor will decide how to divide your Macintosh's computing power between UnderWare's animation and the background activity. How you set the sensitivity (High, Medium, Low or Off) will determine how the System Activity Monitor allocates your Macintosh's computing power.

Figure 15 shows the Preferences dialog box.

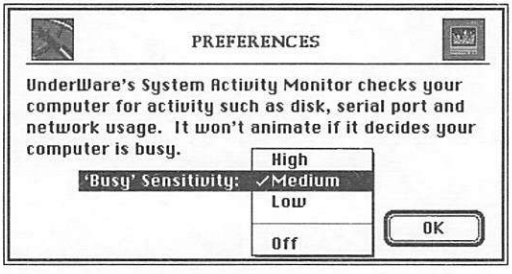
PREFERENCES
UnderWare's System Activity Monitor checks your computer for activity such as disk, serial port and network usage. It won't animate if it decides your computer is busy.
'Busy' Sensitivity:
High
✓Medium
Low
Off
OK

Figure 15: Preferences dialog box

There are four possible sensitivity settings:

High

At this setting, UnderWare is the most sensitive to any background activity, and will run Dynamic Desktop and Screen Saver animation modules only when no activity is detected. Several applications constantly send background messages that will tell UnderWare not to animate when the sensitivity is set to high; for example, when a communication program is on and it has opened the serial port. If animation is not occurring when you think it should be, you may have an application active that is telling UnderWare not to animate.

Medium

At this setting, animation will begin when a moderate amount of background activity is occurring. The computer shares its processing power with the animation.

Low

At this setting, animation will begin when even a fairly high amount of background activity is detected. The computer shares its processing power with the animation.

Off

Background activities do not prevent UnderWare's animation from occurring. The computer shares its processing power with the animation. You may detect a slowdown of the background activity.

Shortcuts

The following keyboard shortcuts exist for navigating in UnderWare:

Desired Action	Key Equivalent
Changing between Desktop Pattern, Dynamic Desktop, and Screen Saver	TAB key
Selecting patterns or modules	Type first letter or first few letters of pattern or module name
Scrolling up or down through list of patterns and modules	Up/down arrow keys
Applying patterns and modules	RETURN key or double click on selection
Begin module demo in Dynamic Desktop	CONTROL and Screen Saver RETURN key or CONTROL key and double click selection
Access a module's configure dialog in Dynamic Desktop and Screen Saver	OPTION and RETURN keys or OPTION and double click selection
Automatically scroll to the active pattern or module in the current list	ESC key

Troubleshooting Guide

This section is intended to answer common questions regarding UnderWare. If you cannot answer your questions with this section, see Technical Support in the Getting Started section of this manual for the best way to contact Bit Jugglers technical support.

Symptom	Solution
Desktop Pattern does	Check the On/Off switch for the not come on Desktop Pattern mode. Check to make sure an UnderWare™ Patterns file exists in the Pattern Files folder, and that the Pattern Files folder is in the UnderWare Files folder.
Dynamic Desktop does not animate	Check the On/Off switch for the Dynamic Desktop mode. Check the Idle time before animating slider in the Dynamic Desktop Options. Check that your cursor is not in the *No Sleep* Corner. Check to see what applications or background activities you have running – the System Activity Monitor may be set to High, and background computing may be detected.
Screen Saver does not come on	Check the On/Off switch for the Screen mode. Check the sleep time setting in the Screen Saver Options. Check that your cursor is not in the No Sleep corner.
"Not enough memory to load module" warning or Bit Jugglers 1 and 0 pattern appears	Read "Using Options to save memory" in the Dynamic Desktop section of the Manual.
Animation is not appearing on two monitors	The Dynamic Desktop and some Screen Saver modules can appear on only one monitor, select this monitor in Dynamic Desktop Options.
There is no sound with the modules	Check the Play Sounds checkbox in the Dynamic Desktop and Screen Saver Options. Check the volume settings of the Sound Control Panel and the volume settings in the module's Configure dialog box.
I forgot my password	Restart with the SHIFT key held down to turn off all system extensions when starting up, and reinstall UnderWare from the Master disks.
My screen is not blanking out	Check the Screen Blank Time for each module's configuration.
The module animation is slow	Check to see what applications or background activities you have running – the System Activity Monitor may be set to High, and background computing may be detected.

Appendix

Appendix A: Creating ppats

The Desktop Pattern modes of UnderWare gets its patterns from ppat resource files that are place inside the "Pattern Files" folder. The "Pattern Files" folder is inside the "UnderWare files" folder inside your System folder's Preferences folder.

It is possible for you to add to the list of patterns to display by copying your own ppat resource file to the "Pattern Files" folder. This section describes resource ppat files and how to create them.

What is a ppat

A ppat is a bit–mapped image with or without color, with a width from 2 – 128 pixels. Most ppats are square, but this is not required. This ppat acts as a tile that repeats over your entire screen to create a desktop pattern. Because the patterned tile repeats, the patterns are usually "seamless," or have edges that blend together, so the right edge of a tile matches with the left edge of a copy of that tile, and a top edge of a tile matches with the bottom edge of a copy of that tile. Each edge should match with its corresponding edge when the tile is repeated on screen.

Creating a ppat Resource File

A ppat resource file is a file containing any number of ppats. Most Macintosh resource editors can create ppat files and include a ppat editor. ResEdit from Apple Computer is one such editor and is available from Apple or through sources such as AppleLink, America Online, CompuServe, and many bulletin board services.

Following is a description of how to create a ppat resource file using ResEdit:

1. Double click on the ResEdit icon to launch ResEdit.
2. Click the *New* button to create a new resource.
3. Name the new resource and click *New* to save it.
4. Go to the *Resource* menu and choose *Create New Resource.*
5. Scroll through the list of resource types until you see "ppat". Click on ppat and click on the *OK* button. ResEdit will now bring up the ppat editor and add three new options to the menu bar: *Transform, Color,* and *ppat.*

Use the editor to draw your new image. Change the size of your ppat by choosing from the list of options that appear when you choose *Pattern Size...* from the *ppat* menu. The *Color* menu gives you the option of choosing different colour palettes.

NOTE REGARDING RESEDIT: The ppat editor in ResEdit does not support ppats larger than 64 by 64 pixels. UnderWare allows ppats to be as large as 128 by 128 pixels. To create the 128 by 128 pattern, use a paint program or a ppat editor that supports 128 by 128 pixel patterns, then pasts your pattern into ResEdit.

6. Close the editor when you have finished with your pattern by clicking the close window box in the upper left corner of the editor window. The window entitled "ppats from [your file name]" should now be active. If it is not, click on this window.
7. Name your ppat by clicking on the ppat icon in the "ppats from [your file name]" window and choosing *Get Resource Info* from the *Resource* menu.
8. Enter a name for your ppat in the box next to *Name*. This is very important, because this will be the name that will appear in the list of available patterns in the UnderWare cdev.
9. Choose *Save* from the *File* menu.
10. Quit ResEdit.
11. Copy your ppat resource file into the "Pattern Files" folder in the "UnderWare Files" folder. The pattern will now appear in the list of available patterns the next time you open UnderWare.

You can use ResEdit's ppat editor to draw your image, or you can copy an image from any bit–map painting program and paste it into the editor. Note that the image you copy must be the same size as the ppat, or your image will be cropped.

Appendix B: Issues with Color

16–Bit and 24–Bit Color Monitors

UnderWare needs the largest amount of memory when your configuration includes 16–bit or 24–bit color and a large monitor set to maximum colors, and you have the Dynamic Desktop mode turned on. If you find that UnderWare is taking more memory than you would like, you have several options:

1. Use a module that has small characters, and configure the module so the number of characters is low.
2. Set the screen size to one smaller than your full screen; click the Dynamic Desktop *Options* button to set the size of the display area. One option is to set the display size very small (e.g. 128 x 128) and then set the *Tile* menu to *Fill Screen, Checker,* or *Border*. This will give you an animated pattern that fills your entire screen and saves memory.

3. Check *256 Colors Max* in the Dynamic Desktop *Options* dialog box. This will convert the 24–bit color to 8–bit color for the desktop animation. You will not see any difference in the quality of the graphics, but depending on the speed of your Macintosh, the conversion may slow down animation.

Changing Bit Depth

If you change the number of colors or grays that your monitor displays using the Monitors Control Panel provided with your Macintosh, you may experience a change in the animation speed or inaccurate color and shading. This problem will disappear when you return to your original monitor settings.

If you choose to stay in your new monitor settings and you want to correct any color anomalies, turn off the Dynamic Desktop mode, then turn it on again, using the On/Off switch.

Appendix C: After Dark™ Users

UnderWare runs After Dark and More After Dark modules from Berkeley Systems. These modules can be run either as a conventional screen saver just the way After Dark runs them, or they can be run as a Dynamic Desktop.

If you have After Dark modules and want UnderWare to run them, please note the following:

1. During the installation process, if UnderWare detects that you have screen saver modules from After Dark or More After Dark by Berkeley systems installed on your system, UnderWare will search for the folder containing the After Dark and More After Dark modules and enable you to run these with the UnderWare cdev.
2. Because UnderWare has a Screen Saver mode, we suggest that you turn off the After Dark cdev via the on/off button or remove After Dark from your Control Panels folder. If After Dark is active and loads before UnderWare, UnderWare will disable its own Screen Saver mode. You will need to turn UnderWare's Screen Saver mode on manually after deactivating After Dark to run UnderWare's modules in Screen Saver mode.
3. Note that After Dark module names will be appended with "[AD]" and the words "After Dark™ Module" will appear in the module preview window.

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